



Highlights

# VIDEOGAMES

DESIGN / PLAY / DISRUPT

Supported by Patrons and Members of V&A Dundee.

# V&A

V&A Dundee

20 April – 8 September 2019



*No Man's Sky™ © 2016 Hello Games Ltd. Developed by Hello Games Ltd. All rights reserved*



*Journey™ © 2012, 2014 Sony Interactive Entertainment LLC. Journey is a trademark of Sony Interactive Entertainment LLC. Developed by Thatgamecompany.*

## Immerse yourself in the groundbreaking design and culture of contemporary videogames.

Explore the creative process behind these playful, radical and provocative games through original design, concept art and prototypes. Be mesmerised by large-scale installations and have fun trying out playable arcade games.

### Tickets £6 - £12

We offer 10% off for family groups and a range of concessions. £1 off for tickets purchased in advance online or by phone.

Patrons and Members go free.

50% off for Art Fund Members.

### Book now

[vam.ac.uk/dundee/videogames](http://vam.ac.uk/dundee/videogames)  
01382 411611

The exhibition focuses on videogames designed and developed since the mid-2000s when major technological advancements transformed the way games are designed, discussed and played. From multi-million-dollar blockbuster titles to smaller independent games and the work of DIY artists from a hacker/maker culture, the exhibition explores current international debates as well as the creative contributions made to game culture by the players themselves.

The exhibition includes a major new commission from Glasgow-based illustrator Ursula Kam-Ling Cheng, who has created a colourful and chaotic mural inspired by virtual worlds. Videogames designed by Abertay University lecturer Niall Moody (*Hummingbird*) and Abertay graduate Llaura McGee (*If Found* by DREAMFEEL) will also be showcased, housed in bespoke arcade cabinets designed by Edinburgh studio We Throw Switches.

Delve deeper into the design process of this fascinating medium, and explore the exhibition's wider ranging programme, highlights of which are included across the following pages. For full details of our packed programme of events, see [vam.ac.uk/dundee/whatson](http://vam.ac.uk/dundee/whatson)

*Videogames: Design/Play/Disrupt was curated by Marie Foulston, V&A Curator of Videogames and Kristian Volsing, V&A Research Curator.*

*This exhibition includes content that may not be suitable for younger audiences. Some installations contain flashing lights.*

[vam.ac.uk/dundee/whatson](http://vam.ac.uk/dundee/whatson)



## Programme

Celebrate the very best of international digital creativity with a series of special events, talks and workshops.

For full details of our packed programme, see [vam.ac.uk/dundee/whatson](http://vam.ac.uk/dundee/whatson)



Image ©Biome Collective / Erika Stevenson

### Conference

#### Arcadia

Saturday 18 May. 10.00 – 17.00  
£25/£20 conc.

Join an amazing array of leading game designers and thinkers at our first conference, co-curated with Biome Collective.

This day-long event will bring together a world-leading group of diverse designers and radical thinkers whose work covers the spectrum of game-making, from practical design, to soundscapes and future technologies, as well as exploring games as a cultural force.

Ticket price includes access to the exhibition, plus evening event  
**Tay Late: Press Play.**

### Tay Late

#### Press Play

Saturday 18 May. 19.00 – 22.00  
£10/£8 conc.

Channel the alt.arcade scene for a night of DJs, fun, and raucous, beautiful videogames, co-curated with We Throw Switches.

Mix it up with jostle-inducing multiplayer games, moving digital experiences, and weird and wonderful interfaces. Experience a world of alternative arcade cabinets and experimental play from range of global artists and designers. Whether you're obsessed with alternative controllers and digital curios, or you're interested to see what videogames can be, don't miss this one-night-only celebration of incredible games creators.

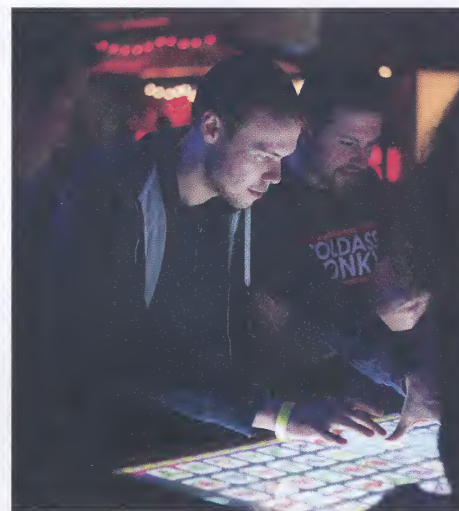


Image ©Biome Collective / Erika Stevenson



### Talk

#### The Emotional Power of Games in Education - Brenda Romero

Thursday 30 May. 12.00 – 14.00  
Free, please book.

The BAFTA award-winning game designer and entrepreneur explores games as a powerful tool in teaching difficult subject matters.

Following the talk, Romero will be joined by V&A Dundee curator Lauren Bassam and Jo Mawdsley, Head of Learning for a panel discussion.





## Families

### Family Design Day

Saturday 8 June. 12.00 – 16.00

Free, drop-in. Suitable for families of all shapes and sizes.

Come dressed as your favourite videogame character for a day of exciting, interactive workshops exploring how to bring a game to life.

Bring the whole family along to explore a range of playful activities inspired by the exhibition.

Try out our curious new videogame *Plaything*, commissioned especially for the exhibition and find out more about the process of bringing a videogame to life. #PlaythingGame

Join us for a party in the Picnic Room where you can enjoy music and role play inspired by videogames.

If your family would benefit from a quieter environment, find out more about our *Sensory Friendly Morning* earlier that day.

## Young People

### Young People's Design Day

Saturday 22 June. 12.00 – 16.00

Free, drop-in.

Get involved in an exciting day of practical workshops, talks, digital demos and pop-up tours exploring videogame design and arcade culture, programmed by our Young People's Collective.

Speakers include Stuart Brett, motion graphics artist and author of *Super Famicom: The Box Art Collection*.

You'll also have the chance to meet members of the collective, find out how they co-design the programme and represent young people (aged 14-24) within the museum, and how you can join this group.



## Commission Plaything

Try our curious new videogame *Plaything*, commissioned especially for the exhibition.

Created by filmmaker Will Anderson and game maker Niall Tessier-Lavigne, *Plaything* blends hand-crafted animation and interactive generative art to create a small animated character. Visit [vam.ac.uk/dundee/plaything](http://vam.ac.uk/dundee/plaything) to have a go and find out more about the process of bringing a videogame to life. #PlaythingGame.

*Plaything's* development is supported by InGAME: Innovation for Games and Media Enterprise, the newly-opened gaming research and innovation centre based in Dundee.



Art Fund\_  
Museum of  
the Year 2019  
Shortlisted

V&A Dundee has been created through the partnership of Dundee City Council, the University of Dundee, Abertay University, Scottish Enterprise and the V&A.

## Opening times

Open 10.00 – 17.00 daily

Special late night opening throughout *Videogames: Design/Play/Disrupt*, every Friday, 10.00 - 21.00.

Closed on 25 and 26 December.

Tatha Bar and Kitchen is open every day for food until 16.00 and drinks until 17.00. We're also open for dinner Thursday to Saturday from 18.00 to 20.45 and for drinks from 10.00 until late.

## Book now

01382 411633

[vam.ac.uk/dundee/tatha-bar-and-kitchen](http://vam.ac.uk/dundee/tatha-bar-and-kitchen)

## Keep in touch

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[vam.ac.uk/dundee](http://vam.ac.uk/dundee)

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